

CV – Martijn Dijkse

Technical Game Designer & Gameplay Programmer



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My goal is to create games that contain meaningful interactions, games that can teach a player something about themselves or others. I believe that the best way to design games is through prototyping and iteration, and always aim to improve my technical and collaborative skills.

SKILLS

Main Roles:	Game Engines/Editors:	Languages/APIs:	Software:
<ul style="list-style-type: none">• Technical Design• Gameplay/tool Programming• Level Design• Game Design	<ul style="list-style-type: none">• Unreal Engine 4• Snowdrop (Ubisoft inhouse)• Unity 4/5• CryEngine 5• Source SDK (Hammer)	<ul style="list-style-type: none">• C++• Unreal Blueprints• C#• CryEngine Flowgraphs	<ul style="list-style-type: none">• Adobe Photoshop• Autodesk Maya• Microsoft Office• Perforce/SVN/Git• Jenkins• Jira

EDUCATION

- **B.Sc. (Hons) International Game Architecture and Design** (GPA 4.0). *NHTV Breda University of Applied Sciences, Breda, The Netherlands* (2014-2018)
- **Propaedeutic Certificate B.Sc. International Game Architecture and Design**. *NHTV Breda University of Applied Sciences, Breda, The Netherlands* (2014-2015)
- **HAVO**. *Gerrit Komrij College, Winterswijk, The Netherlands* (2012-2014)

EXPERIENCE

- [The Division 2](#) – Junior Technical Level Designer at Massive Entertainment (Feb 2018 - Present)
- [Spark of Light \(VR\)](#) - Game Design intern at Pillow's Willow VR Studios (Sept 2017 - Jan 2018)
- [The Red Stare \(VR\)](#) - Technical Game Designer, Gameplay Programmer (Sept 2016 - Sept 2017)
- [Akuma no mori](#) - Level designer, Tool Programmer (May 2016 - Jun 2016)
- [Defend your Friend](#) - Producer, Gameplay Programmer (Nov 2015 - Jul 2016)
- [Heist Night](#) - Level Designer, Gameplay Programmer (Jan 2015 - Jun 2016)

REFERENCES

- **Jey Hicks** (*Creative Assembly, Ubisoft, Slightly Mad Studios*) hicks.j@nhtv.nl
- **Chris Rothwell** (*lecturer at NHTV*) Rothwell.c@nhtv.nl

Awards

The Red Stare:

- Best Student Game Design - [Dutch Game Awards 2017](#)
 - Best Student Art Direction - [Dutch Game Awards 2017](#)
 - Best Design - NHTV year 3 | 2016 -2017
 - Impressive Award - [VRGamesFor](#)
 - Nominated for Best Student Technical Achievement – [Dutch Game Awards 2017](#)
 - NHTV Best Game Gamelab 2
 - NHTV Best Code Gamelab 2
 - Nominated for NHTV GOTY Gamelab 2
- ParityHood was nominated for the Unity Award (Brains Eden), and Asphyx was nominated for the Samsung VR awards (Samsung VR jam).

Defend Your Friend:

- Best of INDIEVELOPMENT 2016
- Best Design - NHTV year 2 | 2015 -2016